Color Dreams

INSTRUCTION MANUAL

BABY BOOMER

BABY BOOMER CONTROL SUMMARY

Goal

Reunite Baby Boomer with his mother.

Controls

Start Button: Pause.

Zapper: Used for all game controls (except pause). Used primarily to remove dangers before they can frighten or harm the baby (e.g.: zap **firecrackers** before they explode) and for circumventing obstacles (e.g.: zap a **cloud** to form an **ice bridge** over a **crevasse**).

Special Objects

Zap **milk bottles** to keep Baby Boomer nourished. Keep your eye on the milk gauge at the top of the screen!

Don't zap **gold nuggets**! The baby will collect them for you. Collect enough and gain an extra life!

Zap **valve handles** on **pipes** to determine which exit the baby will use.

Zap astronomical entities (moon, etc.) to gain more gold!

Note

There are far too many special objects, tricks and surprises to elaborate on here. Be creative, and when all else fails, zap everything in sight!

BABY BOOMER

Meet Baby Boomer! One day, while no one was looking, he crawled out of his crib and wandered off into the woods. Little did he realize that while he's enjoying this adventurous journey into the unknown, there are many dangers awaiting him! Your job is to protect Baby Boomer and help him find his way home to his mother.

Unlike other Zapper® games, you can shoot just about anything you see in Baby Boomer. Some things give extra points, while others give extra lives, open secret passages, control something in another part of the world or clear a safe route for Baby Boomer to follow.

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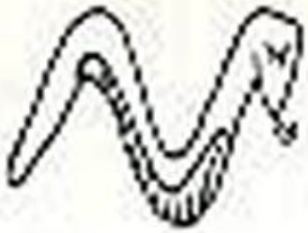
PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo Entertainment System®.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

IMPORTANT! If the Zapper® does not seem to work effectively, turn down the television's brightness and/or turn up the television's contrast.

Spider

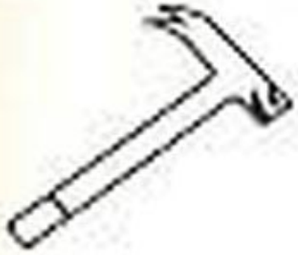


Snake

Chain Saw

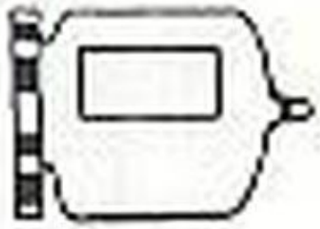
Devil

Spook

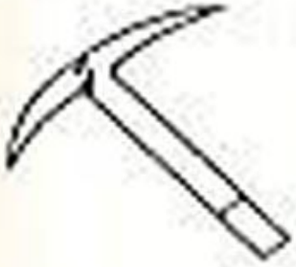


Hammer

You must protect Boomer from dangerous creatures that will try to harm him. Keep spiders, snakes and other bad guys from reaching the baby by zapping them with the Zapper.



Missile



Pickaxe

Rat

Raven

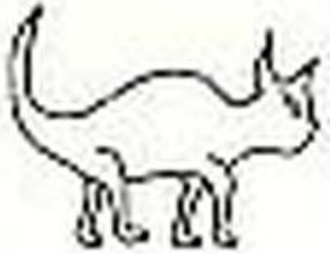
Rock

Riveter

Skeleton

Ghost

Bat



Cat

Milk Bottle

Boomer

Be sure to zap all the milk bottles you can find for Boomer, or he will get hungry and start crying.

Not all milk bottles are visible. You may have to search high and low to satisfy Baby Boomer's ravenous appetite.

Note: Watch your milk level indicator at the top of the screen to see how much milk Boomer has left.

Fireworks

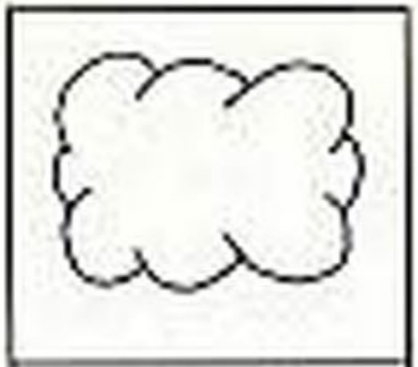
Zap fireworks before Baby Boomer reaches them or they will scare him. Invisible fireworks scare the baby as much as visible ones. Spot them by their glowing fuses.

Nugget

Don't shoot the gold nuggets! Baby Boomer will collect these as he passes them. When he gets enough, you will get an extra life.

Flower

Boomer likes to stop and smell the flowers for a moment before continuing on.



Cloud

Ice Bridge

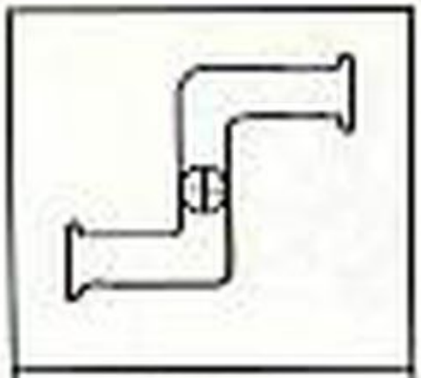
Stalactite

To get Baby Boomer back home safely, you will encounter many puzzling obstacles which require good marksmanship and a clever mind. Don't let Boomer fall off cliffs or into rivers or empty graves!

You must figure out how to make bridges to let Boomer cross these obstacles safely. It's not easy! If you really get stumped, try zapping everything in sight. Something is bound to work!

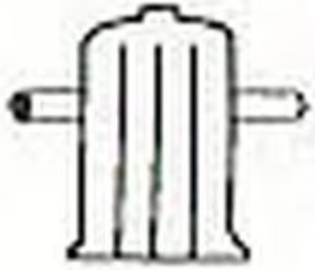
CAUTION: Bridges may not be sturdy!

HINTS



Pipe

Zapping valve handles on pipes can determine which pipe opening Boomer will exit through.

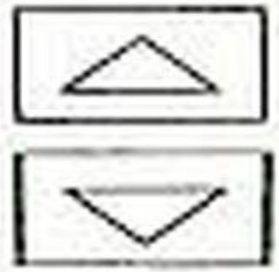


Hydrant

Fire hydrants may have more uses than just putting out fires!

Stalagmite

Rock formations in the cave may come in handy.

Moon	**Star**	**Sun**	**Flame**	**Bird**
	Shoot the moon and catch a falling star! Astronomical entities are worth their weight in gold!			
Fish				**Fountain**
				
Grave	**Harp**	**Hart**	**Lamp**	**Buttons**

Mine Cart

Sign

Torch

Thar' she rolls! Get out of the way of run-away mine cars! You can't zap them so you'll have to out smart them. But dat's de way de rail winds (the clue to stopping the train is in this sentence's wording)!

Watch out for steamy surprises when traveling in volcanic caverns.

When the lights go out, beware of things that go bump in the dark!

Be very careful of storms. They can make things slippery to crawl on.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®.

90-DAY LIMITED WARRANTY

Color Dreams, Inc. [MANUFACTURER] warrants to the original purchaser that this Color Dreams Game Cartridge [CARTRIDGE] shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE:

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

This CARTRIDGE is warranted to work with any Nintendo Entertainment System® sold on or prior to August 1988. Future modifications in new Nintendo® systems may possibly cause compatibility problems with existing games. If you should come across this problem, you may voice your concern by calling the 800 number provided by Nintendo®. Otherwise, please write to Color Dreams, Inc. for the availability of a $4.00 "Anti-ECM Connector" which would resolve the problem on your new Nintendo® system.

LIMITATIONS:

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTES

BABY BOOMER EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

DATE ____/____/____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

HINT LIST OFFER

- PLEASE SEND $2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP.
- ALLOW 10 DAYS FOR PROCESSING.
- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.

PLACE STAMP HERE

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